Alduin



Alignment : Chaotic Evil Race : Dragon Class : Dragon , Wizard , Avatar

1. Fire Breath - deals 25 damage to all enemies. Needs 3 Turns to recharge after the one it was used in.Ranged

2. Frost Breath - deals 20 damage to all enemies and Exausts one ability of Alduins choice on each target damaged by this ability. Needs 3 Turns to recharge after the one it was used in.Ranged

3. Flight - Alduin gains Flying the next Turn. If he uses a Ranged attack next Turn extend his Flying one more Turn. Continue doing this as long as he uses a Ranged attack . Shield

4. Tail Sweep - can only be done while not Flying , deals 20 damage to all enemies. Melee

5. Bite - can only be used when not Flying deals 40 damage to a single target.Melee

6. Unrelenting Force - Stuns a target this Turn or if Alduin chooses to Hit Last with this attack this and the next Turn . Needs 3 Turns to recharge after the Stun expires. Ranged

\* Alternate : Dragonscales - Alduin absorbs 10 damage passivelly from all attacks. Passive

\*Alternate : Raise Dragon - Choose another Dragon character Alduin returns it to life at full HP. Shield

\*Alternate : Son of Akatosh - Alduins Soul can not be absorbed or effected by any ability. Passive

Ultimate : Meteor Shower - 1.+2.+6. Must not be Flying when he uses this ability.Meteors fall from the sky dealing 20 fire damage to all enemy characters this Turn and every turn afterwards . Flying is impossible in these conditions(even for Alduin) and all characters loose Flying when this ability starts. Lasts as long as Alduin is alive .Field